EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ◆ Light ◇ Medium ◇ Heavy ◇ Shields

PROFICIENCIES

Simple weapons, Martial weapons with the Finesse or Light property, Thieves' Tools

GOLD

Starting	Current
58 GP	

EQUIPMENT

ARMOR AND WEAPONS

You have the following armor and weapons, which are represented on the other side of this Character Sheet:

- Leather Armor
- 2 Daggers
- Shortsword
- Shortbow & 20 Arrows

ADVENTURING GEAR

You have the following adventuring gear.

Backpack. A Backpack holds up to 30 pounds within 1 cubic foot.

Ball Bearings. As a Utilize action, you can spill Ball Bearings from their pouch. They spread to cover a level, 10-foot-square area within 10 feet of yourself. A creature that enters this area for the first time on a turn must succeed on a DC 10 Dexterity saving throw or have the Prone condition. It takes 10 minutes to recover the Ball Bearings.

Bell. When rung as a Utilize action, a Bell produces a sound that can be heard up to 60 feet away.

Candles (10). For 1 hour, a lit Candle sheds Bright Light in a 5-foot radius and Dim Light for an additional 5 feet.

Crowbar. Using a Crowbar gives you Advantage on Strength checks where the Crowbar's leverage can be applied.

Hooded Lantern. A Hooded Lantern casts Bright Light in a 30-foot radius and Dim Light for an additional 30 feet. As a Bonus Action, you can lower the hood, reducing the light to Dim Light in a 5-foot radius, or raise it again.

Oil (7 Flasks). You douse a creature or object with Oil. When you take the Attack action, you can replace one of your attacks with throwing an Oil flask. Target one creature or object within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or be covered in oil. If the target takes fire damage before the oil dries (after 1 minute), the target takes an extra 5 fire damage from burning oil.

Quiver. A Quiver holds 20 Arrows.

Rations (5 Days' Worth). Rations consist of travel-ready food, including jerky, dried fruit, hardtack, and nuts.

Tinderbox. A Tinderbox is a small container holding flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a Candle, Lamp, Lantern, or Torch—or anything else with exposed fuel—takes a Bonus Action. Lighting any other fire takes 1 minute.

Waterskin. A Waterskin holds up to 4 pints.

TOOLS

You have the following tools. If you have proficiency with a tool, add your Proficiency Bonus to any ability check you make that uses the tool. If you have proficiency in a skill that's used with that check, you have Advantage on the check too.

Thieves' Tools. As a Utilize action, you can use Thieves' Tools to attempt to pick a lock or disarm a trap.

Magic Item Attunement

◇ _____

◇ _____

◇ _____

©2025 Wizards of the Coast LLC.
STRANGER THINGS ™/© Netflix. Used with permission.

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ◆ Light ◇ Medium ◇ Heavy ◇ Shields

PROFICIENCIES

Simple weapons, Martial weapons with the Finesse or Light property, Thieves' Tools

GOLD

Starting	Current

EQUIPMENT

ARMOR AND WEAPONS

You have the following armor and weapons, which are represented on the other side of this Character Sheet:

- Leather Armor
- 2 Daggers
- Shortsword
- Shortbow & 20 Arrows

ADVENTURING GEAR

You have the following adventuring gear.

Backpack. A Backpack holds up to 30 pounds within 1 cubic foot.

Ball Bearings. As a Utilize action, you can spill Ball Bearings from their pouch. They spread to cover a level, 10-foot-square area within 10 feet of yourself. A creature that enters this area for the first time on a turn must succeed on a DC 10 Dexterity saving throw or have the Prone condition. It takes 10 minutes to recover the Ball Bearings.

Bell. When rung as a Utilize action, a Bell produces a sound that can be heard up to 60 feet away.

Candles (10). For 1 hour, a lit Candle sheds Bright Light in a 5-foot radius and Dim Light for an additional 5 feet.

Crowbar. Using a Crowbar gives you Advantage on Strength checks where the Crowbar's leverage can be applied.

Hooded Lantern. A Hooded Lantern casts Bright Light in a 30-foot radius and Dim Light for an additional 30 feet. As a Bonus Action, you can lower the hood, reducing the light to Dim Light in a 5-foot radius, or raise it again.

Oil (7 Flasks). You douse a creature or object with Oil. When you take the Attack action, you can replace one of your attacks with throwing an Oil flask. Target one creature or object within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or be covered in oil. If the target takes Fire damage before the oil dries (after 1 minute), the target takes an extra 5 Fire damage from burning oil.

Quiver. A Quiver holds 20 Arrows.

Rations (5 Days' Worth). Rations consist of travel-ready food, including jerky, dried fruit, hardtack, and nuts.

Tinderbox. A Tinderbox is a small container holding flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a Candle, Lamp, Lantern, or Torch—or anything else with exposed fuel—takes a Bonus Action. Lighting any other fire takes 1 minute.

Waterskin. A Waterskin holds up to 4 pints.

TOOLS

You have the following tools. If you have proficiency with a tool, add your Proficiency Bonus to any ability check you make that uses the tool. If you have proficiency in a skill that's used with that check, you have Advantage on the check too.

Thieves' Tools. As a Utilize action, you can use Thieves' Tools to attempt to pick a lock or disarm a trap.

Magic Item Attunement

◇ _____

◇ _____

◇ _____

©2025 Wizards of the Coast LLC.
STRANGER THINGS ™/© Netflix. Used with permission.

CLASS FEATURES

STEADY AIM

As a Bonus Action, you give yourself Advantage on your next attack roll on the current turn. You can use this feature only if you haven't moved during this turn, and after you use it, your Speed is 0 until the end of the current turn.

ASSASSINATE

You're adept at ambushing a target, granting you the following benefits.

Initiative. You have Advantage on Initiative rolls.

Surprising Strikes. During the first round of each combat, you have Advantage on attack rolls against any creature that hasn't taken a turn. If your Sneak Attack hits any target during that round, the target takes 3 extra damage of the weapon's type.

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ◆ Light ◇ Medium ◇ Heavy ◇ Shields

PROFICIENCIES

Simple weapons, Martial weapons with the Finesse or Light property, Thieves' Tools

GOLD

Starting	Current

EQUIPMENT

ARMOR AND WEAPONS

You have the following armor and weapons, which are represented on the other side of this Character Sheet:

Leather Armor
2 Daggers
Shortsword
Shortbow & 20 Arrows

ADVENTURING GEAR

You have the following adventuring gear.

Backpack. A Backpack holds up to 30 pounds within 1 cubic foot.

Ball Bearings. As a Utilize action, you can spill Ball Bearings from their pouch. They spread to cover a level, 10-foot-square area within 10 feet of yourself. A creature that enters this area for the first time on a turn must succeed on a DC 10 Dexterity saving throw or have the Prone condition. It takes 10 minutes to recover the Ball Bearings.

Bell. When rung as a Utilize action, a Bell produces a sound that can be heard up to 60 feet away.

Candles (10). For 1 hour, a lit Candle sheds Bright Light in a 5-foot radius and Dim Light for an additional 5 feet.

Crowbar. Using a Crowbar gives you Advantage on Strength checks where the Crowbar's leverage can be applied.

Hooded Lantern. A Hooded Lantern casts Bright Light in a 30-foot radius and Dim Light for an additional 30 feet. As a Bonus Action, you can lower the hood, reducing the light to Dim Light in a 5-foot radius, or raise it again.

Oil (7 Flasks). You douse a creature or object with Oil. When you take the Attack action, you can replace one of your attacks with throwing an Oil flask. Target one creature or object within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or be covered in oil. If the target takes fire damage before the oil dries (after 1 minute), the target takes an extra 5 Fire damage from burning oil.

Quiver. A Quiver holds 20 Arrows.

Rations (5 Days' Worth). Rations consist of travel-ready food, including jerky, dried fruit, hardtack, and nuts.

Tinderbox. A Tinderbox is a small container holding flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a Candle, Lamp, Lantern, or Torch—or anything else with exposed fuel—takes a Bonus Action. Lighting any other fire takes 1 minute.

Waterskin. A Waterskin holds up to 4 pints.

TOOLS

You have the following tools. If you have proficiency with a tool, add your Proficiency Bonus to any ability check you make that uses the tool. If you have proficiency in a skill that's used with that check, you have Advantage on the check too.

Thieves' Tools. As a Utilize action, you can use Thieves' Tools to attempt to pick a lock or disarm a trap.

Magic Item Attunement

◇ _____

◇ _____

◇ _____

©2025 Wizards of the Coast LLC.
STRANGER THINGS ™/© Netflix. Used with permission.

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ◆ Light ◆ Medium ◆ Heavy ◆ Shields

PROFICIENCIES
Simple and Martial weapons

GOLD

Starting	Current
28 GP	

EQUIPMENT

ARMOR AND WEAPONS

You have the following armor and weapons, which are represented on the other side of this Character Sheet:

Chain Mail	8 Javelins
Greatsword	Light Crossbow & 20 Bolts
Flail	Spear

While wearing Chain Mail, you have Disadvantage on Dexterity (Stealth) checks.

ADVENTURING GEAR

You have the following adventuring gear.

Backpack. A Backpack holds up to 30 pounds within 1 cubic foot.

Caltrops. As a Utilize action, you can spread Caltrops from their bag to cover a 5-foot-square area within 5 feet of yourself. A creature that enters this area for the first time on a turn must succeed on a DC 15 Dexterity saving throw or take 1 Piercing damage and have its Speed reduced to 0 until the start of its next turn. It takes 10 minutes to recover the Caltrops.

Crossbow Bolt Case. A Crossbow Bolt Case holds up to 20 Bolts.

Crowbar. Using a Crowbar gives you Advantage on Strength checks where the Crowbar's leverage can be applied.

Healer's Kit. A Healer's Kit has ten uses. As a Utilize action, you can expend one of its uses to stabilize an Unconscious creature that has 0 Hit Points without needing to make a Wisdom (Medicine) check.

Oil (2 Flasks). You douse a creature or object with Oil. When you take the Attack action, you can replace one of your attacks with throwing an Oil flask. Target one creature or object within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or be covered in oil. If the target takes Fire damage before the oil dries (after 1 minute), the target takes an extra 5 Fire damage from burning oil.

Rations (10 Days' Worth). Rations consist of travel-ready food, including jerky, dried fruit, hardtack, and nuts.

Rope. As a Utilize action, you can tie a knot with Rope if you succeed on a DC 10 Dexterity (Sleight of Hand) check. The Rope can be burst with a successful DC 20 Strength (Athletics) check.

You can bind an unwilling creature with the Rope only if it has the Grappled, Incapacitated, or Restrained condition. If the creature's legs are bound, the creature has the Restrained condition until it escapes. Escaping the Rope requires the creature to make a successful DC 15 Dexterity (Acrobatics) check as an action.

Tinderbox. A Tinderbox is a small container holding flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a Candle, Lamp, Lantern, or Torch—or anything else with exposed fuel—takes a Bonus Action. Lighting any other fire takes 1 minute.

Torches (10). A Torch burns for 1 hour, casting Bright Light in a 20-foot radius and Dim Light for an additional 20 feet. When you take the Attack action, you can attack with the Torch, using it as a Simple Melee weapon. On a hit, the target takes 1 Fire damage.

Waterskin. A Waterskin holds up to 4 pints.

Magic Item Attunement

◇ _____

◇ _____

◇ _____

©2025 Wizards of the Coast LLC.
STRANGER THINGS ™/© Netflix. Used with permission.

CLASS FEATURES

ACTION SURGE

You can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action, except the Magic action.

Once you use this feature, you can't do so again until you finish a Short or Long Rest.

TACTICAL MIND

You have a mind for tactics on and off the battlefield. When you fail an ability check, you can expend a use of your Second Wind to push yourself toward success. Rather than regaining Hit Points, you roll 1d10 and add the number rolled to the ability check, potentially turning it into a success. If the check still fails, this use of Second Wind isn't expended.

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ◆ Light ◆ Medium ◆ Heavy ◆ Shields

PROFICIENCIES
Simple and Martial weapons

GOLD

Starting	Current

EQUIPMENT

ARMOR AND WEAPONS

You have the following armor and weapons, which are represented on the other side of this Character Sheet:

Chain Mail	8 Javelins
Greatsword	Light Crossbow & 20 Bolts
Flail	Spear

While wearing Chain Mail, you have Disadvantage on Dexterity (Stealth) checks.

ADVENTURING GEAR

You have the following adventuring gear.

Backpack. A Backpack holds up to 30 pounds within 1 cubic foot.

Caltrops. As a Utilize action, you can spread Caltrops from their bag to cover a 5-foot-square area within 5 feet of yourself. A creature that enters this area for the first time on a turn must succeed on a DC 15 Dexterity saving throw or take 1 Piercing damage and have its Speed reduced to 0 until the start of its next turn. It takes 10 minutes to recover the Caltrops.

Crossbow Bolt Case. A Crossbow Bolt Case holds up to 20 Bolts.

Crowbar. Using a Crowbar gives you Advantage on Strength checks where the Crowbar's leverage can be applied.

Healer's Kit. A Healer's Kit has ten uses. As a Utilize action, you can expend one of its uses to stabilize an Unconscious creature that has 0 Hit Points without needing to make a Wisdom (Medicine) check.

Oil (2 Flasks). You douse a creature or object with Oil. When you take the Attack action, you can replace one of your attacks with throwing an Oil flask. Target one creature or object within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or be covered in oil. If the target takes Fire damage before the oil dries (after 1 minute), the target takes an extra 5 Fire damage from burning oil.

Rations (10 Days' Worth). Rations consist of travel-ready food, including jerky, dried fruit, hardtack, and nuts.

Rope. As a Utilize action, you can tie a knot with Rope if you succeed on a DC 10 Dexterity (Sleight of Hand) check. The Rope can be burst with a successful DC 20 Strength (Athletics) check.

You can bind an unwilling creature with the Rope only if it has the Grappled, Incapacitated, or Restrained condition. If the creature's legs are bound, the creature has the Restrained condition until it escapes. Escaping the Rope requires the creature to make a successful DC 15 Dexterity (Acrobatics) check as an action.

Tinderbox. A Tinderbox is a small container holding flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a Candle, Lamp, Lantern, or Torch—or anything else with exposed fuel—takes a Bonus Action. Lighting any other fire takes 1 minute.

Torches (10). A Torch burns for 1 hour, casting Bright Light in a 20-foot radius and Dim Light for an additional 20 feet. When you take the Attack action, you can attack with the Torch, using it as a Simple Melee weapon. On a hit, the target takes 1 Fire damage.

Waterskin. A Waterskin holds up to 4 pints.

Magic Item Attunement

◇ _____

◇ _____

◇ _____

©2025 Wizards of the Coast LLC.
STRANGER THINGS ™/© Netflix. Used with permission.

CLASS FEATURES

ACTION SURGE

You can push yourself beyond your normal limits for a moment. On your turn, you can take one additional action, except the Magic action.

Once you use this feature, you can't do so again until you finish a Short or Long Rest.

TACTICAL MIND

You have a mind for tactics on and off the battlefield. When you fail an ability check, you can expend a use of your Second Wind to push yourself toward success. Rather than regaining Hit Points, you roll 1d10 and add the number rolled to the ability check, potentially turning it into a success. If the check still fails, this use of Second Wind isn't expended.

IMPROVED CRITICAL

Your attack rolls with weapons and Unarmed Strikes can score a Critical Hit on a roll of 19 or 20 on the d20.

REMARKABLE ATHLETE

Thanks to your athleticism, you have Advantage on Initiative rolls and Strength (Athletics) checks.

In addition, immediately after you score a Critical Hit, you can move up to half your Speed without provoking Opportunity Attacks.

EQUIPMENT TRAINING & PROFICIENCIES

ARMOR TRAINING ◆ Light ◆ Medium ◆ Heavy ◆ Shields

PROFICIENCIES
Simple and Martial weapons

GOLD

Starting	Current

EQUIPMENT

ARMOR AND WEAPONS

You have the following armor and weapons, which are represented on the other side of this Character Sheet:

Chain Mail	8 Javelins
Greatsword	Light Crossbow & 20 Bolts
Flail	Spear

While wearing Chain Mail, you have Disadvantage on Dexterity (Stealth) checks.

ADVENTURING GEAR

You have the following adventuring gear.

Backpack. A Backpack holds up to 30 pounds within 1 cubic foot.

Caltrops. As a Utilize action, you can spread Caltrops from their bag to cover a 5-foot-square area within 5 feet of yourself. A creature that enters this area for the first time on a turn must succeed on a DC 15 Dexterity saving throw or take 1 Piercing damage and have its Speed reduced to 0 until the start of its next turn. It takes 10 minutes to recover the Caltrops.

Crossbow Bolt Case. A Crossbow Bolt Case holds up to 20 Bolts.

Crowbar. Using a Crowbar gives you Advantage on Strength checks where the Crowbar's leverage can be applied.

Healer's Kit. A Healer's Kit has ten uses. As a Utilize action, you can expend one of its uses to stabilize an Unconscious creature that has 0 Hit Points without needing to make a Wisdom (Medicine) check.

Oil (2 Flasks). You douse a creature or object with Oil. When you take the Attack action, you can replace one of your attacks with throwing an Oil flask. Target one creature or object within 20 feet of yourself. The target must succeed on a Dexterity saving throw (DC 8 plus your Dexterity modifier and Proficiency Bonus) or be covered in oil. If the target takes Fire damage before the oil dries (after 1 minute), the target takes an extra 5 Fire damage from burning oil.

Rations (10 Days' Worth). Rations consist of travel-ready food, including jerky, dried fruit, hardtack, and nuts.

Rope. As a Utilize action, you can tie a knot with Rope if you succeed on a DC 10 Dexterity (Sleight of Hand) check. The Rope can be burst with a successful DC 20 Strength (Athletics) check.

You can bind an unwilling creature with the Rope only if it has the Grappled, Incapacitated, or Restrained condition. If the creature's legs are bound, the creature has the Restrained condition until it escapes. Escaping the Rope requires the creature to make a successful DC 15 Dexterity (Acrobatics) check as an action.

Tinderbox. A Tinderbox is a small container holding flint, fire steel, and tinder (usually dry cloth soaked in light oil) used to kindle a fire. Using it to light a Candle, Lamp, Lantern, or Torch—or anything else with exposed fuel—takes a Bonus Action. Lighting any other fire takes 1 minute.

Torches (10). A Torch burns for 1 hour, casting Bright Light in a 20-foot radius and Dim Light for an additional 20 feet. When you take the Attack action, you can attack with the Torch, using it as a Simple Melee weapon. On a hit, the target takes 1 Fire damage.

Waterskin. A Waterskin holds up to 4 pints.

Magic Item Attunement

◇ _____

◇ _____

◇ _____

©2025 Wizards of the Coast LLC.
STRANGER THINGS ™/© Netflix. Used with permission.